

MURPHY'S LAWS OF COMBAT

- You are not supermen. (Freshly graduated recruits from Marine boot camp and all fighter pilots, especially, take note.)
- Never share a fox hole with anyone braver than you are. (Corollary: Never stay in a foxhole with anyone crazier than you.)
- Try to look unimportant, the bad guys may be low on ammo. (Trivia devotees will recall the sudden disappearance of rank and distinctive caps on the uniforms worn by Soviet officers in Afghanistan.)
- The buddy system is essential to your survival; it gives the enemy someone else to shoot at.
- Don't look conspicuous – it draws fire. (For this reason tanks are called "bomb magnets.")
- Odd objects attract fire. You are odd.
- Never draw fire, it irritates everyone around you.
- Anything you do can get you shot - including doing nothing.
- When in doubt empty the magazine.
- There is no such thing as a convenient foxhole.
- No matter which way you have to march, its always uphill.
- The most dangerous thing in the combat zone is an officer with a map.
- The most dangerous thing in the world is a Second Lieutenant with a map and a compass.
- It isn't necessary to be an idiot to be a senior officer but it helps...
- The toughest part about being a officer is that the troops don't know what they do want, but they know for certain what they don't want
- If you take more than your fair share of objectives, you will have more than your fair share to take.
- Professional soldiers are predictable, but the world is full of amateurs.
- A Purple Heart just proves that were you smart enough to think of a plan, stupid enough to try it, and lucky enough to survive.
- Friendly fire ain't.
- Suppressive fires – won't.
- Incoming fire has the right of way.
- If you are forward of your position, the artillery will fall short. (Corollary; airstrikes always overshoot the target, artillery always falls short)
- The only thing more accurate than incoming enemy fire is incoming.
- Whenever you have plenty of ammo, you never miss. Whenever you are low on ammo. You can't hit the broad side of a barn.
- Your Mortar barrage will put exactly one round on the target, that round will be a dud.
- The mortar team will always have the correct number of safety pins to prove they armed all the rounds. (To ensure this the Mortar team carries extra pins)
- The tank is a monument to the inaccuracy of indirect fire.
- The more a weapon costs, the further you will have to send it away for repairs.
- The complexity of a weapon is inversely proportional to the IQ of it's operator.
- There is nothing more satisfying than have someone shoot at you and miss.

- If you can't remember, the Claymore is pointed at you.
- That fuzzy spot on the radar that you think is just a flock of birds, is really a squadron of bombers headed right at you.
- If your sergeant can see you, so can the enemy.
- If the enemy is in range, **SO ARE YOU.**
- Tracers work **BOTH** ways.
- Never worry about the bullet with your name on it, instead worry about shrapnel addressed to occupant.
- Never forge that your weapon was made by the lowest bidder.
- All five-second grenade fuses will burn down in three seconds.
- There are two kinds of naval vessels, submarines and targets.
- Things that must be together to work usually can't be shipped together.
- The one item you need is always in short supply
- Interchangeable parts aren't.
- Radios will fail as soon as you need fire support desperately. (Corollary: Radar tends to fail at night and in bad weather, and especially during both.)
- If you are short of everything except enemy, you are in combat.
- If they're shooting at you, it's a high intensity conflict.
- Always honor a threat.
- The enemy will invariably attack on two occasions:
 - a. When you're ready for them.
 - b. When you're not ready for them.
- If your attack is going really well, it's an ambush
- The enemy diversion you are ignoring is the main attack.
- A retreating enemy is probably just falling back and regrouping.
- No plan survives the first contact intact.
- Combat will occur on the ground between two adjoining maps.
- Make it too tough for the enemy to get in, and you can't get out. (This seems to be the guiding design principle behind the Soviets' BMP and our own Bradley infantry fighting vehicle, both of which nicely package the troops in armored boxes for group destruction.)
- When you have secured an area, don't forget to tell the enemy.
- When both sides are convinced they are about to lose, they're both right.
- No combat ready squad ever passed inspection. (which suggests peacetime inspections are to readiness as messhall food is to cuisine.)
- No inspection ready squad ever passed combat (tell that to the Guards:-)
- The important things are always simple.
- The simple things are always hard.
- The easy way is always mined.
- If it's stupid but works, it isn't stupid.
- If at first you don't succeed, call in an airstrike.
- Beer math is 2 beers times 37 men equals 49 cases.
- Murphy was a grunt.
- Murphy was an optimist.